

# Judge & Player Tips

## Rules Reminders *(things a more experienced player will likely already know):*

- If X is defined in the rules of a card, that X value is used for the whole card, including if it appears in the cost. (107.3c)
- If X is undefined on a card, the caster can choose any number. (107.3f)
- “Equipped creature” and “enchanted creature” are interchangeable. (301.5e, 303.4m)
- Permanents with basic land types can only tap for mana if they have the land type (305.6)
- Loyalty abilities on non-planeswalker permanents can be activated just as though they are a planeswalker. They cannot be attacked, don’t lose loyalty counters due to damage, and don’t die if they reach 0 loyalty counters. (306.5d, 306.6)
- Vehicles that are creatures can attack as normal and don’t need to be crewed. (301.7b)
- A creature with subtype “Aura” does not die due to not being attached to anything. The Aura subtype only affects Enchantment cards. (303.4)
- Effects that do not specify an end last indefinitely. (611.2a)
  - Example: the “Overload” ability does not mention any end.
- Overload on a permanent works the way you expect it to. The permanent does remember the text change. (112.4, 400.7a, 702.96c)
- If an ability causes you to add hybrid mana, you pick just one of the colors. (106.8)
- Instant cards with suspend can be suspended any time you could cast an instant. (116.2f)
- Banding (702.22c)
- If a permanent somehow loses all its permanent types, it remains on the battlefield. It’s still a permanent. (110.4c)
- If an effect attempts to do something impossible, it does only as much as possible. (609.3)

## House / AI Cube Rules:

- **10001** - Noncreature permanents with “enchant creature” or “equip” abilities that aren’t auras or equipment can still equip/enchant using that ability, regardless of type.
- **10032** - Any subtype that appears on a creature is a valid creature type *(for the purpose of “choosing,” “fetching,” or the Changeling ability)*.
  - Subtypes such as: “forest”, “3”, “aura”, among others.
- **10583** - “Protection From Deals” (appears on Kewne Radial)
  - This creature can’t be targeted or dealt damage by spells or abilities that have the word “deal” or “deals” in their rules text, and it is exempt from deals made between players.
- **16604** - Reminder text may override actual rules text for an ability. Read carefully!